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10/722,536	11/28/2003	Yoichi Yamada	723-1455	8321
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EXAMINER				
D'AGOSTINO, PAUL ANTHONY				
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**Please find below and/or attached an Office communication concerning this application or proceeding.**

The time period for reply, if any, is set in the attached communication.

### Office Action Summary

**Application No.**

10/722,536

**Applicant(s)**

YAMADA ET AL.

**Examiner**

Paul A. D'Agostino

**Art Unit**

3714

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --  
**Period for Reply**

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

**Status**

- 1) ☒ Responsive to communication(s) filed on 10/14/2008.  
2a) ☐ This action is **FINAL**. 2b) ☒ This action is non-final.  
3) ☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

**Disposition of Claims**

- 4) ☒ Claim(s) 1-14 is/are pending in the application.  
4a) Of the above claim(s) \_\_\_\_\_ is/are withdrawn from consideration.  
5) ☐ Claim(s) \_\_\_\_\_ is/are allowed.  
6) ☒ Claim(s) 1-14 is/are rejected.  
7) ☐ Claim(s) \_\_\_\_\_ is/are objected to.  
8) ☐ Claim(s) \_\_\_\_\_ are subject to restriction and/or election requirement.

**Application Papers**

- 9) ☐ The specification is objected to by the Examiner.  
10) ☒ The drawing(s) filed on 28 November 2003 is/are: a) ☒ accepted or b) ☐ objected to by the Examiner.  
Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).  
Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).  
11) ☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

**Priority under 35 U.S.C. § 119**

- 12) ☒ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).  
a) ☒ All b) ☐ Some \* c) ☐ None of:  
1. ☒ Certified copies of the priority documents have been received.  
2. ☐ Certified copies of the priority documents have been received in Application No. \_\_\_\_\_.  
3. ☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

\* See the attached detailed Office action for a list of the certified copies not received.

**Attachment(s)**

- 1) ☒ Notice of References Cited (PTO-892)  
2) ☐ Notice of Draftsperson's Patent Drawing Review (PTO-948)  
3) ☐ Information Disclosure Statement(s) (PTO-8508)  
Paper No(s)/Mail Date \_\_\_\_\_  
4) ☐ Interview Summary (PTO-413)  
Paper No(s)/Mail Date \_\_\_\_\_  
5) ☐ Notice of Informal Patent Application  
6) ☐ Other: \_\_\_\_\_

### DETAILED ACTION

This responds to Applicant's Arguments/Remarks filed 10/14/2008. Claims 1-14 are pending in this application.

#### ***Claim Rejections - 35 USC § 103***

1. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negated by the manner in which the invention was made.

2. The factual inquiries set forth in *Graham v. John Deere Co.*, 383 U.S. 1, 148 USPQ 459 (1966), that are applied for establishing a background for determining obviousness under 35 U.S.C. 103(a) are summarized as follows:

1. Determining the scope and contents of the prior art.
2. Ascertaining the differences between the prior art and the claims at issue.
3. Resolving the level of ordinary skill in the pertinent art.
4. Considering objective evidence present in the application indicating obviousness or nonobviousness.

3. This application currently names joint inventors. In considering patentability of the claims under 35 U.S.C. 103(a), the examiner presumes that the subject matter of the various claims was commonly owned at the time any inventions covered therein were made absent any evidence to the contrary. Applicant is advised of the obligation under 37 CFR 1.56 to point out the inventor and invention dates of each claim that was not commonly owned at the time a later invention was made in order for the examiner to

consider the applicability of 35 U.S.C. 103(c) and potential 35 U.S.C. 102(e), (f) or (g) prior art under 35 U.S.C. 103(a).

4. Claims 1-14 are rejected under 35 U.S.C. 103(a) as being unpatentable over Chocobo World - Final Fantasy 8 released July 7, 1999 in view of U.S. Patent No. 4,858,930 to Sato (Sato). The explanation found at <http://lffguides.telefra,q.qed.com/lff81walkthrouhslchocoboworld.shtml> was published online on September 15, 2000.

In Reference to Claim 1

Chocobo World is disclosed to be played on a personal computer. Personal computers are well known in the art as able to play a plurality of games and in the case of Chocobo World share backup data of the plurality of games with each other. Briefly stated, Chocobo World is a game played in conjunction with Final Fantasy 8. A final fantasy player can begin playing with a Chicobo. The Chicobo will wander through Chocobo World collecting items. A player can direct Chicobo's movements or can allow Chicobo to play in the background of Final Fantasy 8. Chicobo will collect treasures and weapons among other things for the Final Fantasy 8 player to use while playing Final Fantasy 8. Chocobo World discloses a data storage memory for storing a first game program and a second game program (see cited website - "What is Chocobo World?"). The first game being Final Fantasy 8 and the second game being Chocobo World. The two games must necessarily have memory allocated to them. A writable and readable backup data storage memory having a first backup data storing area for storing backup

data relating to the first game program and a second backup data storing area for storing data relating to the second game program is provided. Final Fantasy 8 game player progress can be saved independently of Chocobo World and vice versa (see "How to play"). A game operation controller is disclosed for instructing a start of a game by selecting any one of the first game program and the second game program and for controlling progress of the selected game (see "How to play" and "Move"). The controller is a standard keyboard with arrow keys. A first condition detector for determining whether or not a predetermined conditioned is accomplished in the progress of the game selected and instructed to be started by the game operation controller is disclosed (see "Moomba"). There are many conditions detected in Chocobo World. A first condition detector is Moomba giving Chicobo (and therefore the player) a new weapon. When it is determined the condition is accomplished, a memory write controller for writing information relating to the predetermined condition to both of a backup data storing area associated with a first game and a backup data storing of at least one other game not selected by the game controller are provided (see "Importing Chocobo World Items into FF8"). When the weapon is given, a memory write controller writes the information into Final Fantasy 8 to a backup storage area to allow the weapon to be used in that game. The backup data storing area in the second game is written to update the movement of the weapon and remove the weapon from the items collected list. However, Chocobo World is silent on enabling a player to play a plurality of games stored on the game apparatus which stores information relating to conditions occurring during game play of at least one game into a backup data store associated with each or

one or more other games that are also stored on the game apparatus; and wherein a memory write controller autonomously writing information relating to the predetermined game condition at a time the first detector determined that the predetermined game condition is accomplished into both the first backup data storing area and the second backup data storing area {in distinct areas} of the memory regardless of which game program was started by the game controller.

Sato teaches of an apparatus and method (Figs. 1-2 and 9-10) enabling interaction with shared game data files in a game device ("Furthermore, if the commercial video game machine is so designed that the abilities of the characters which have been calculated and set in the respective home video games by a plurality of players can be separately input as the respective initial ability data prior to the start of the commercial video game, it is possible to play the game not only by a single player but also by a plurality of players while using the characters having the abilities grown y the respective players simultaneously in the commercial game space, thereby increasing the pleasure of the game" (Col. 2 Lines 65-68 and Col. 3 Lines 1-7). Sato teaches of enabling a player to play a plurality of games stored (Fig. 1 "Commercial Game Program Memory" 32 and games: "(a) Role Playing Game" Col. 6 Line 66; "(b) Simulation Game" Col. 9 Line 20; and "(c) Drive Game" Col. 10 Line 9) on the game apparatus ("Commercial Video Game Machine" 30 with "Game Control Unit" 34) which stores information relating to conditions occurring during game play ("The ability data read/write circuit 16b is operated in accordance ... with a flow 3000 during the game" Col. 4 Lines 54-58) of at least one game (Fig. 1 "Ability Data" 24) into a backup data

store ("Working Memory" 24) associated with each or one or more other games that are also stored on the game apparatus (Fig. 2 "Ability Data" 42-1, 42-2, etc); and

wherein a memory write controller autonomously writing information relating to the predetermined game condition at a time the first detector determined that the predetermined game condition is accomplished (Col. 2 Lines 65-68; Col. 3 Lines 1-7; and Col. 4 Lines 54-58) into both the first backup data storing area (Fig. 2 "Ability Data" 42-1 and 42-1) and the second backup data storing area {in distinct areas} of the memory regardless of which game program was started by the game controller (Fig. 2 demonstrates distinct areas 42-1 and 42-1; also distinct first and second distinct or back-up storage areas are Fig. 1 "Ability Data Storage Medium" 22 for each cartridge for each game and player so in sum, games are stored in one location in control of the single players "Ability Data" 22 and in another multi-player shared location "Ability Data" 42-1, 42-1, etc. ). Sato provides this system and method in order to provide a game system which expands the content of the home video game so that a commercial video game is capable of accepting a challenge of the player with a character having the ability enhanced in the home video game, thereby giving more satisfaction to the player (Col. 2 Lines 10-19 and Col. 5 Lines 45-52).

It would have been obvious to one of ordinary skill in the art at the time the invention was made to employ the games and shared ability data as taught by Sato into the teachings of Chocobo World - Final Fantasy 8 to provide a game system which expands the content of the home video game so that a commercial video game is

capable of accepting a challenge of the player with a character having the ability enhanced in the home video game, thereby giving more satisfaction to the player.

In Reference to Claims 2-4

When the predetermined condition is accomplished as disclosed in the rejection of Claim 1, the memory write controller writes the information to the backup data storage area of both games (see "Tutorial"). Change generation information is defined in the specification as information relating to game t progress. A new weapon is progress in the game. This information is written into the new game so the weapon can be used in that game. The memory controller writes condition accomplishment information to the backup storage of one game and game progress information to the back up data of both games.

In Reference to Claim 5

Chocobo World provides a first condition detector as described. Final Fantasy 8 provides a second condition detector. If the detector has not determined a new weapon is available from Chocobo World, the weapon will not be provided to the player. If the detector has determined a new weapon is available, the weapon is provided. The controller then writes the information including game generation information to the various backup data storages as described above.



In Reference to Claim 6

When the predetermined condition is accomplished as disclosed in the rejection of claim 5, the memory write controller writes the information to the backup data storage area of both games (see "Tutorial") if Final Fantasy 8 has determined the condition has been accomplished.

In Reference to Claim 7

Chicobo is disclosed as being able to return to the Final Fantasy 8 world (see "Home"). This area provides a backup data storing area for storing backup data relating to both programs. Information is written to both programs.

In Reference to Claim 8

Chocobo World teaches a game apparatus that enables an operator to play a plurality of games and a method of sharing backup data of each of the plurality of games with each other. The game is played on a personal computer which is well known in the art for having a processor, a data storage memory, and several storing areas for respectively storing backup data for each of the games. The processor is used to determine whether or not a predetermined condition is accomplished during gameplay of the games in which gameplay has started (see "Importing items into FF8" and "Tutorial"). In this case, a first condition could be a weapon from Moomba (see "Moomba"). When it is determined the condition is accomplished, information relating to the condition is stored in both the backup data storing area of the started game, and the

other game that has not been started. Chocobo World need not be started to import items into Final Fantasy 8.

However, Chocobo is silent on enabling information relating to gameplay conditions occurring during gameplay conditions occurring during gameplay progress of one game to be used by one or more games that are stored on the same apparatus in distinct storage areas for respectively storing backup data for each game regardless of whether the other respective games have been initiated; and wherein the apparatus autonomously stores information relating to an occurrence of predetermined conditions during gameplay progress of at least one game into a backup storing area associated with each one or more of the other games that are stored on the game apparatus.

Sato teaches of an equivalent system and method (See rejection of Claim1).

It would have been obvious to one of ordinary skill in the art at the time the invention was made to employ the games and shared ability data as taught by Sato into the teachings of Chocobo World - Final Fantasy 8 to provide a game system which expands the content of the home video game so that a commercial video game is capable of accepting a challenge of the player with a character having the ability enhanced in the home video game, thereby giving more satisfaction to the player.

#### In Reference to Claim 9

Chocobo World teaches a backup writing control method in a game apparatus that enables an operator to play a plurality of games. The apparatus has the capacity to share backup data of each of the plurality of games with each other. It includes a

personal computer having a data storage memory and a plurality of storing areas for respectively storing backup data for each of the plurality of games. (see Title, "Why would I want to play Chocobo World", "How to Play"). The game determines whether or not a predetermined condition is accomplished during game play progress in either of the games Chocobo World, or Final Fantasy 8 in which game play has started. When it is determined the predetermined condition is accomplished, the game writes information relating to the predetermined condition to both of the backup data storing areas of the games including the game which is not started. Chocobo World need not be started to import items into Final Fantasy 8.

Further, Sato teaches of an equivalent system and method to address any claimed deficiencies in Chocobo World. (See rejection of Claim1)

It would have been obvious to one of ordinary skill in the art at the time the invention was made to employ the games and shared ability data as taught by Sato into the teachings of Chocobo World - Final Fantasy 8 to provide a game system which expands the content of the home video game so that a commercial video game is capable of accepting a challenge of the player with a character having the ability enhanced in the home video game, thereby giving more satisfaction to the player.

#### In Reference to Claim 10

Chocobo World is disclosed to be played on a personal computer. Personal computers are well known in the art as able to play a plurality of games and in the case of Chocobo World share backup, data of the plurality of games with each other.

Chocobo World discloses a data storage memory for storing a first game program and a second game program (see cited website -"What is Chocobo World?"). A writable and readable backup data storage memory having a first backup data storing area for storing backup data relating to the first game program and a second backup data storing area for storing data relating to the second game program is provided. Final Fantasy 8 game player progress can be saved independently of Chocobo World and vice versa (see "How to play"). A game operation controller is disclosed for instructing a start of a game by selecting any one of the first game program and the second game program and for controlling progress of the selected game (see "How to play" and "Move"). The controller is a standard keyboard with arrow keys. A first condition detector for determining whether or not a predetermined condition is accomplished in the progress of the game selected and instructed to be started by the game operation controller is disclosed (see "Moomba"). There are many conditions detected in Chocobo World. A first condition detector is Moomba giving Chicobo (and therefore the player) a new weapon. When it is determined the condition is accomplished, a memory write controller for writing information relating to the predetermined condition to both of a backup data storing area associated with a first game and a backup data storing of at least one other game not selected by the game controller are provided (see "Importing Chocobo World Items into FF8). When the weapon is given, a memory write controller writes the information into Final Fantasy 8 to a backup storage area to allow the weapon to be used in that game. The backup data storing area in the second game is written to update the movement of the weapon and remove the weapon from the items collected

list. Chocobo World provides a first condition detector as described. Final Fantasy 8 provides a second condition detector. If the detector has not determined a new weapon is available from Chocobo World, the weapon will not be provided to the player. If the detector has determined a new weapon is available, the weapons are provided. The controller then writes the information including game generation information to the various backup data storages as described above.

Further, Sato teaches of an equivalent system and method to address any claimed deficiencies in Chocobo World. (See rejection of Claim1)

It would have been obvious to one of ordinary skill in the art at the time the invention was made to employ the games and shared ability data as taught by Sato into the teachings of Chocobo World - Final Fantasy 8 to provide a game system which expands the content of the home video game so that a commercial video game is capable of accepting a challenge of the player with a character having the ability enhanced in the home video game, thereby giving more satisfaction to the player.

In Reference to Claim 11

Chocobo World teaches a game apparatus that enables an operator to play a plurality of games and a method of sharing backup data of each of the plurality of games with each other. Chocobo World discloses a data storage memory for storing a first game program and a second game program (see cited website - "What is Chocobo World?"). A writable and readable backup data storage memory having a first backup data storing area for storing backup data relating to the first game program and a

second backup data storing area for storing data relating to the second game program is provided. Final Fantasy 8 game player progress can be saved independently of Chocobo World and vice versa (see "How to play"). A memory write controller is provided for writing shared backup data information utilized in common to both the first and second game programs (see "Home").

Further, Sato teaches of an equivalent system and method to address any claimed deficiencies in Chocobo World. (See rejection of Claim1)

It would have been obvious to one of ordinary skill in the art at the time the invention was made to employ the games and shared ability data as taught by Sato into the teachings of Chocobo World - Final Fantasy 8 to provide a game system which expands the content of the home video game so that a commercial video game is capable of accepting a challenge of the player with a character having the ability enhanced in the home video game, thereby giving more satisfaction to the player.

#### In Reference to Claim 12

Chocobo world discloses a game operation controller is disclosed for instructing a start of a game by selecting any one of the first game program and the second game program and for controlling progress of the selected game (see "How to play" and "Move"). The controller is a standard, keyboard with arrow keys. Also disclosed is a condition detector as Moomba having a new weapon for Chicobo (and therefore the player). When it is determined the condition is accomplished, a memory write controller for writing information relating to the predetermined condition to both of a backup data

storing area associated with a first game and a backup data storing of at least one other game not selected by the game controller are provided (see "Importing Chocobo World Items into FF8). When the weapon is given, a memory write controller writes the information into Final Fantasy 8 to a backup storage area to allow the weapon to be used in that game. The backup data storing area in the second game is written to update the movement of the sword and remove the sword from the items collected list.

In Reference to Claim 14

Chocobo World teaches a game apparatus that enables an operator to play a plurality of games and a method of sharing backup data of each of the plurality of games with each other. Chocobo World discloses a data storage memory for storing a first game program and a second game program (see cited website - "What is Chocobo World?"). A writable and readable backup data storage memory having a first backup data storing area for storing backup data relating to the first game program and a second backup data storing area for storing data relating to the second game program is provided. Final Fantasy 8 game player progress can be saved independently of Chocobo World and vice versa (see "How to play"). A memory write controller is provided for writing shared backup data information utilized in common to both the first and second game programs (see "Home").

Further, Sato teaches of an equivalent system and method to address any claimed deficiencies in Chocobo World. (See rejection of Claim1)

It would have been obvious to one of ordinary skill in the art at the time the invention was made to employ the games and shared ability data as taught by Sato into the teachings of Chocobo World - Final Fantasy 8 to provide a game system which expands the content of the home video game so that a commercial video game is capable of accepting a challenge of the player with a character having the ability enhanced in the home video game, thereby giving more satisfaction to the player.

In Reference to Claim 13

Claim 13 is rejected under 35 U.S.C. 103(a) as being unpatentable over Chocobo World as disclosed above. Chocobo World teaches a game apparatus that enables an operator to play a plurality of games and a method of sharing backup data of each of the plurality of games with each other. Chocobo World discloses a data storage memory for storing a first game program and a second game program (see cited website - "What is Chocobo World?"). Further, a backup data storage medium having a first backup data storing area for storing backup data relating to the first program and a second backup data storing area for storing data relating to the second program are disclosed (Final Fantasy 8 is saved independently from Chocobo World.

It is therefore inherent, that is, it must necessarily be that each uses different areas for storing backup data unique to each game though there are instances when information is mutually shared. Even in the case of shared information, the information is stored separately.) A game operation controller is disclosed for instructing a start of a game by selecting any one of the first game program and the second game program



and for controlling progress of the selected game (see "How to play" and "Move"). The controller is a standard keyboard with arrow keys. However, Chocobo World fails to disclose a computer program product, program instructions, and program instructions means for autonomously writing information upon determining that the predetermined condition is accomplished during gameplay of the game. The information relating to the predetermined condition is stored

However, one of ordinary skill in the art would recognize that a computer game would be constructed by programming code assembled in such a way as to implement the rules of the game and allow a player to play the game by making progress toward an objective. This ordinarily skilled artisan would further realize, a computer readable storage medium would be necessary to implement the code, and install the code on various computers. One of ordinary skill in the art would have little choice but to use program instructions through programming code and computer readable media to implement rules and functionality of the game at least at some level.

It would therefore be obvious to one of ordinary skill in the art at the time of the invention to include a computer program product embodied on a computer readable storage medium and program instructions for implementing the rules of the game such as whether or not a predetermined condition is accomplished during gameplay progress of any one of a first game program or a second game program is instructed to be started by a game operation controller. Further, the ordinarily skilled artisan would find it obvious at the time of the invention to employ program instruction means for writing upon determining that the predetermined condition is accomplished, information relating

to the predetermined condition to both the backup data storing area of the game in which the condition was accomplished and the backup data of the other game that had not been started by the controller, which is essentially what Chocobo World incorporates.

It would be obvious to the skilled artisan that program instruction means would be implemented to incorporate the functions of the game as described in the cited reference and the rejection of the remaining claims.

Alternatively, Sato teaches of an equivalent system and method to address any claimed deficiencies in Chocobo World. (See rejection of Claim1)

It would have been obvious to one of ordinary skill in the art at the time the invention was made to employ the games and shared ability data as taught by Sato into the teachings of Chocobo World - Final Fantasy 8 to provide a game system which expands the content of the home video game so that a commercial video game is capable of accepting a challenge of the player with a character having the ability enhanced in the home video game, thereby giving more satisfaction to the player.

### ***Response to Arguments***

5. Applicant's arguments, (see Applicant's Arguments/Remarks pages 11-13) filed 10/14/2008, with respect to the rejection(s) of Claim(s) 1-14 have been fully considered and are persuasive. Applicant has a superior foreign priority date of November, 11, 2002 over the prior art (Chiang et al.) dated 12/20/2002. Therefore, the rejection has been withdrawn. However, upon further consideration, a new ground(s) of rejection is

made in view of Sato filed June 7, 1988. Applicant's arguments with respect to Claims 1-14 have been considered but are moot in view of the new ground(s) of rejection.

### ***Conclusion***

6. The prior art made of record and not relied upon is considered pertinent to applicant's disclosure is provided in the Notice of References Cited.
7. Any inquiry concerning this communication or earlier communications from the examiner should be directed to Paul A. D'Agostino whose telephone number is (571)270-1992. The examiner can normally be reached on Monday - Friday, 7:30 a.m. - 5:00 p.m..
8. If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Peter Vo can be reached on (571) 272-4690. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.
9. Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

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/John M. Hotelling II/  
Supervisory Patent Examiner, Art Unit 3714

/Paul A. D'Agostino/  
Examiner, Art Unit 3714